Configuring terminal emulation SSO

Introduction

To configure SSO on terminal emulations, an HLL API bridge has been built. This bridge allows direct communication with the terminal emulator in order to create accurate SSO rules that can be triggered based on the screen display.

Next, you have a sample rule for terminal emulation SSO:

HLL API rule

```
<Mazinger>
<HllApplication>
  <Pattern row="2">.*SOFFID.*</Pattern>
  <Pattern row="23">.*ABC.*</Pattern>
  <Action type="script" event="onMatch" repeat="true" delay="1">
    account = secretStore.getAccount ("390host");
    password = secretStore.getPassword ("390host", account);
    hll.setCursorLocation (22,3);
    hll.sendText ("HELLO "+account);
    hll.setCursorLocation (23, 3);
    hll.sendText ("YOUR PASSWORD IS "+password);
    hll.sendKeys("@E");
  </Action>
</HllApplication>
</Mazinger>
```

The rule should contain one or more patterns that will be matched against the specified row. If the screen matches all the specified patterns, the action will be executed as usual.

Nevertheless, HLL applications differ in some way from other application rules as long as the HLL engine (Sewashi) must be started separately from the ESSO engine. To active the HLL rules engine,

the sewashi program must be started, specifying the HLL API used to interact with the terminal emulator, and optionally, the sessions to be managed:

```
%ProgramFiles%\SoffidESSO\Sewashi.exe --dll "%ProgramFiles%\IBM\Personal Communications\PCSHLL32.DLL"
--sessions ABCDEFG
```

To stop the HLL engine, Sewashi --stop can be executed. This program can executed from Soffid login and logout scripts.

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